Races of the Continent

Territory	Humans	Elves	Dwarves	Halflings	Gnomes	Vran	Werebbubs	Sylvans	Dopplers	Dryads	Naiads	Witchers	Mages
The North	Equal	Hated	Tolerated	Tolerated	Tolerated	Hated & Feared	Tolerated	Tolerated & Feared	Hated & Feared	Hated & Feared	Tolerated	Hated & Feared	Hated & Feared
Nilfgaard	Equal	Equal	Equal	Equal	Equal	Tolerated & Feared	Tolerated	Tolerated	Hated & Feared	Tolerated & Feared	Tolerated	Hated & Feared	Tolerated
Skellige	Equal	Equal	Equal	Equal	Equal	Hated & Feared	Tolerated	Tolerated	Hated & Feared	Tolerated	Tolerated	Tolerated	Tolerated
Dol Blathanna	Hated	Equal	Equal	Equal	Equal	Hated	Tolerated	Equal	Hated & Feared	Equal	Equal	Tolerated	Equal
Mahakam	Tolerated	Equal	Equal	Equal	Equal	Tolerated	Equal	Equal	Hated & Feared	Hated	Hated	Tolerated	Tolerated
Brokilon	Hated	Tolerated	Hated	Tolerated	Tolerated	Hated	Tolerated	Equal	Tolerated	Equal	Equal	Tolerated	Equal

Sylvans

Before digging deeper into what sylvans are and what makes them special, some confusion about the Elder Race has to be addressed. Scholars named two races sylvan and though both are classified as relicts and resemble a humanoid goat standing on two hairy legs with cloven hoods, two goat-like horns on its head, yellow, horse-like teeth and a tasseled tail, one of these races can without a doubt be classified as a monster, while the other shares more humanoid features. The monstrous sylvan is a huge, corpulent and strong monster with a deep, commanding voice, while the humanoid one, in the following only called 'Sylvan', very much is not.

Sylvans are an exceptionally rare and intelligent race that inhabits the woodlands of the Northern Kingdoms, Nilfgaard and the Elderlands and is exclusively male. In contrast to their monstrous namesakes, these beings usually pose little danger, for they limit their contact with humans to playing harmless (though often bothersome) tricks and eating crops from their fields. Other names for sylvans are willowers, pucks or sometimes fauns, though most common people superstitiously, and much to the sylvans' dislike, labeled them devils, which they undoubtetly owe to their horns. Sylvans' voices closely resemble a goat's bleating and their life-spans reach up to more than 100 years. Though miles apart in behavior, sylvans are related to the Aen Seidhe with whom they share the blood of the Elder Race, therefore it is unsurprising that many sylvans are quite familiar with elven defenses and that the two peoples have no difficulty to cooperate. Dryads, with whom they live in Brokilon, too value sylvans, though opposite to elves, as lovers guaranteeing a vigorous daughter. Indeed, fauns bedding nymphs are a popular motif in art and sculpture. In theory, sylvans may procreate with elves and even humans, too, but this rarely occurs. Most sylvans are merry, enjoying tricks and riddles more than anything else. Furthermore, they love music and are quite apt at playing reed pipes and other instruments. Mischief aside, they can be helpful by fertilizing fields, scaring birds away, voluntarily watching over turnips, and eating caterpillars. Their diet is largely herbivorous but from time to time they enjoy meat aswell, when sharing the fire with human travellers. At times, sylvans can also become very comfortable and spend days in idleness, puffing on pipes, overeating, and downing stiff drinks. As for magical prowess, many sylvans can learn spells, though they nearly never get properly trained, unless a mentor takes them on.

- **Merry Tricksters:** Sylvans love playing instruments and bamboozling people either by simple lies, by tricky riddles or by active mischief. They gain an inherent +1 to *Performance*, *Sleight of Hand* and *Deceit*.
- **Herbivorous Diet:** Sylvans are largely herbivorous, though they eat the occasional caterpillar and even meat when with humans. Sylvans may eat any kind of plant to satiate hunger and do not have to forage for food while in woodlands.
- **Classification Relicts:** Being classified as relicts, sylvans are resistant to steel. However, they are susceptible to silver and take bonus damage from relict oil.

Art: Lorenzo Mastroianni

Lifepaths & Professions

Sylvans can pick any lifepath and homeland they like, including 'Brokilon' and 'Solitude in Nature', but (unless they chose to live in the Elder Lands) won't actually live in the settlements. Instead sylvans live in the wild, close enough to take over some traits of the local population but far enough to ensure their safety. Growing up alone, sylvans rarely have (or at least know about their) parents or siblings, which should be considered while roleplaying.

Dopplers live with and among a people, impersonating one of them, and may choose any lifepath and homeland they like. Their family fate and siblings might not actually be their *own*, as dopplers rarely live together with their own kind, but they might be the ones from the person whose place the doppler took.

Pureblood nymphs use the non-human lifepath, taking into account that the parental fate always applies only to the mother. Naturalized nymphs may choose another origin, if they want. Naturalized nymphs may also choose any homeland. The homeland for purebloods is one of the following two:

Brokilon:

+1 Trap Crafting

Solitude in Nature:

+1 Wilderness Survival

For professions, sylvans are able to choose any profession of the game, though they generally don't believe in any gods. Dopplers are not able to wield the chaos, thus cannot be druids, priests or mages, but can choose any other profession freely. Theoratically, nymphs are able to choose any profession of the game. Some like doctors, mages and men at arms are obvious choices that can fit the lore of The Witcher well. Others like priests, druids, nobles and even bards need a little bending of logic as nymphs generally won't follow any gods or join druidic circles, don't have an aristocracy and albeit loving music they don't really care about coin. Professions like craftsman, criminal and merchant are very unlikely for a nymph and probably mean that your character has been exiled from Brokilon and was forced to live among other races.

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Dryads

Dryads, sometimes referred to as eerie wives by humans or Aen Woedbeanna by Elder Races, are the nymphs that inhabit the woods and thus are, like all the nymphs, an exclusively female race. They often have greenish skin color and chestnut, green or red hair, frequently dreadlocked and can grow multiple centuries old. Other aesthetic features are rare, but can be inherited from their fathers, as dryads are born through sexual contact with other races. On the other hand, dryads have a second method of procreating - feeding little girls of other races mutagenic substances, the so-called Waters of Brokilon. The mutagens change their appearances, their genes and give them amnesia, never to recall their true families ever again. Born dryads are called purebloods while mutated ones are called naturalized. Dryads feel a burning hatred toward the industrial races, namely vran, dwarves and humans, who according to the dryads pollute the natural environment, even culminating in the queen of the dryads, Eithné, waging war against the humans in order to preserve what little nature was left after their landing. The borders of the biggest natural forest left, the Brokilon, are kept safe since then. Sometimes someone is granted access to Brokilon, where they become witness to the incredible healing abilities and the strong natural magic of the dryads. But not all dryads live in Brokilon, some decide to live in other forests, fighting for survival against the unstoppable enemy that is called progress.

- Waters of Brokilon: Dryads often learn to perfect their own healing abilities with the help of the potent waters of Brokilon. Dryads gain an inherent +2 to *First Aid* (or *Healing Hands*) and patients gain +1 REC until the wounds are fully healed.

- Guerilla Warfare: Dryads use stealth and precision to their advantage and make every attack count. Instead of the values listed in the core rulebook, dryads gain +2 for every 'Aim' action and gain +8 when performing an ambush.

- Voice of Nature: Dryads are extremely stubborn if someone aims to harm nature. Whenever defending nature, fighting or speaking, dryads gain +2 to WILL. Nature can mean anything from a flower to a tree.

Naiads

Naiads, also known as rusalki, are the nymphs of lakes and rivers and, like all nymphs, exclusively female. They are considered very attractive by both humans and elves, having long, usually black or green hair and skin tones ranging from alabaster white to blue and they often use these features to lure young men. Similarly to dryads, they procreate through sexual contact with other races or a mutagenic substance, resulting in either pureblood nymphs or naturalized ones. Problems for naiads often occur during the process of procreation, as naiads, lost in lust, inadvertently drown their elven or human partners. Apart from that, naiads get along better than dryads with most of the other races, except dwarves which they hate for polluting rivers and by which they are perceived as savage barbarians. When it comes to living, naiads prefer to live solitary somewhere in nature, though some settled in Brokilon. Either way, naiads need to stay close to water, as spending too much time outside of fresh water leads to them drying up and eventually dying. A last thing that needs to be mentioned is that naiads are excellent telepaths, even able to resist mind-altering spells due to their strong mental fortifications.

- Amphibious: While swimming and diving, a naiad can move without movement penalty and stay underwater without drowning but she needs water to stay alive. If a naiad cannot stay in fresh water for at least one hour once a week she dries up and starts suffocating.

- Strong Mind: Naiads are excellent telepaths and immune to magical charms or any other magical mental attacks. Furthermore, whatever their profession is, a naiad can always perform the novice spell *Telepathy* at no cost, needing no vigor.

- Sweet and Innocent: Naiads are perceived as charming by male humanoids. Whenever interacting with males of other races, a naiad gains +2 to *Charisma* and *Seduction*.

Dopplers

Dopplers carry many names. Shifters, vexlings, mimics, doubles, or imitators - all these names derive from their one ability that everyone fears and nobody understands. Dopplers are able to take the form of any person they have encountered, copying them so precisely that they can change fragments of their body to look and feel like the clothes of a person, and aquire physical features like the voice, mindset, characteristics, behaviors and even the languages the person speaks. Shapeshifting doesn't even require hours of observation, dopplers just do it instinctively. In their natural form, dopplers seem like bald, long-nosed, yellow-eyed midgets with elongated limbs, tongues and noses, somewhat resembling a figurine molded out of dough. As this look rarely meets happy faces, dopplers tend to take on the appearance of one of the people among which they live. Accordingly, fear of being infiltrated by dopplers rises day by day. Generally speaking, this fear is unfounded, as dopplers are kind and gentle beings for whom the ability of metamorphosis compensates for lack of aggression, fangs and claws. In earlier times, before humans arrived on the continent, dopplers used to change into wolves and other animals that have a similar body weight to dopplers, living in packs and hibernating in winter. This ability, too, is not lost today, though they prefer living among humanoids nowadays. But in addition to their ability, nature gave dopplers a grave weakness. Being classified as relicts, dopplers are not only vulnerable to silver but they feel tremendous pain even touching it and instantly transform to their true form.

- Shapeshifter: As an action and by spending 2 STA, dopplers may take the appearance and personality of any humanoid they encountered, granting a bonus of +5 to *Disguise* and *Deceit* for impersonating this target. Clothes or armor copied don't grant resistances or SP. As long as they are impersonating a target, dopplers may use their skill bases for *language* skills instead of their own. If their HP is reduced to 0, they take their natural appearance at no STA cost and are thrown into death state. Any scars, Critical Wounds and other significant attributes (like a missing eye) are taken over into the changed form.

- Animal Shape: As an action and by spending 5 STA, dopplers can take the form of any beast of similar body weight as a wolf that they encountered. While in this form, the doppler uses the whole statblock of said beast, including weapons, abilities and vulnerabilities, and armor, but they keep their own INT and EMP skillbases, as well as their HP, STA and vulnerability to silver. Dopplers in beast form cannot speak humanoid languages and the rules for falling to 0 HP from the Shapeshifter perk apply, too.

- Immunity to Magical Scanning: Dopplers cannot be detected by witcher medallions or other magical means, neither in natural form nor any changed form.

- Greater Silver Vulnerability: Dopplers take double damage from attacks with silver weapons of any kind and take normal silver damage when simply touching silver (per round). When making contact with silver for one full round, dopplers must make a DC:16 *Endurance* check or be forced to take on their natural form. If this roll is fumbled, the doppler is nauseated. As they are classified as relicts, dopplers are resistant to steel while in their natural form and take bonus damage from relict oil in all forms.

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